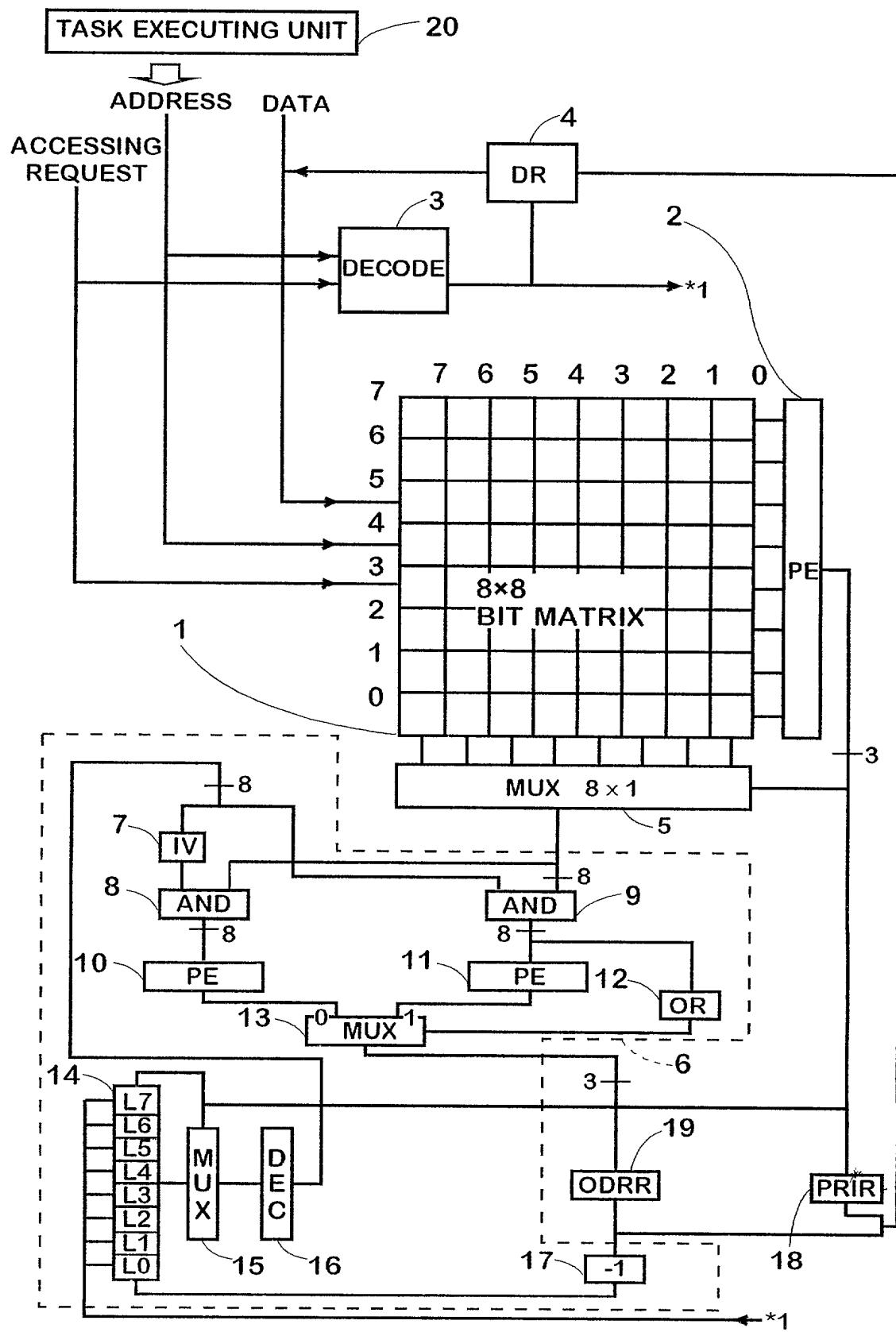
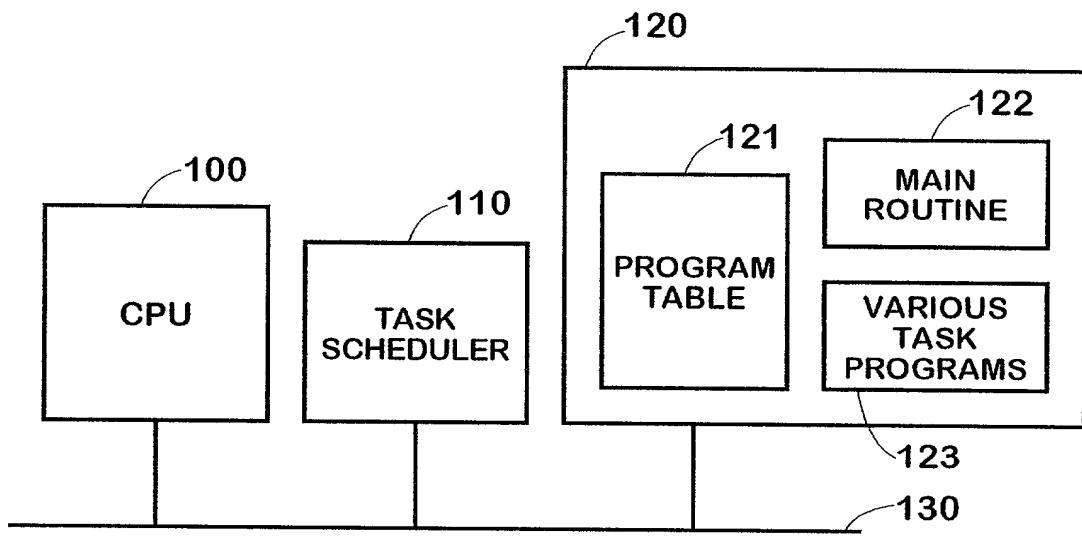


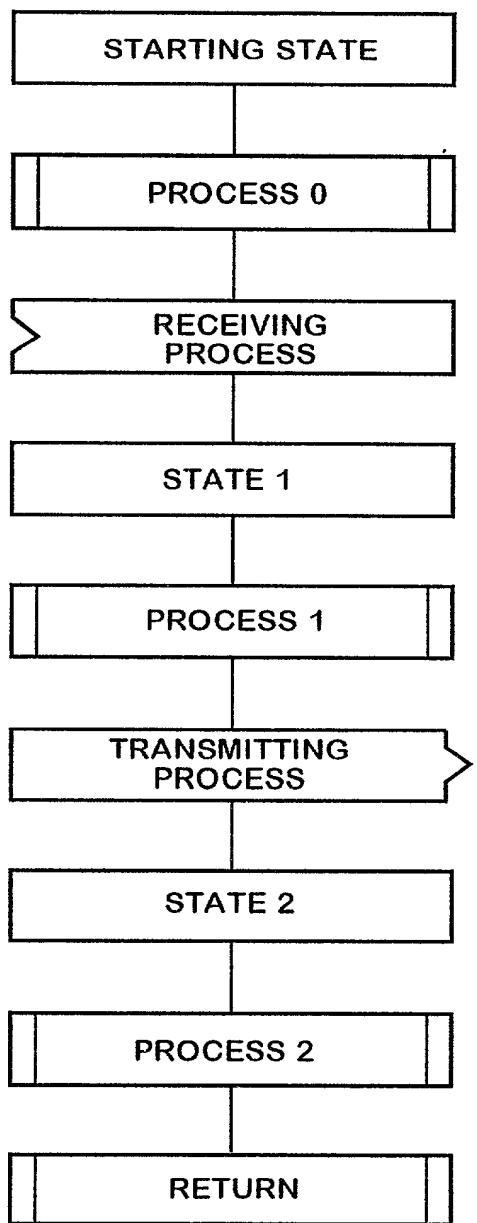
**Fig. 1**



**Fig.2**



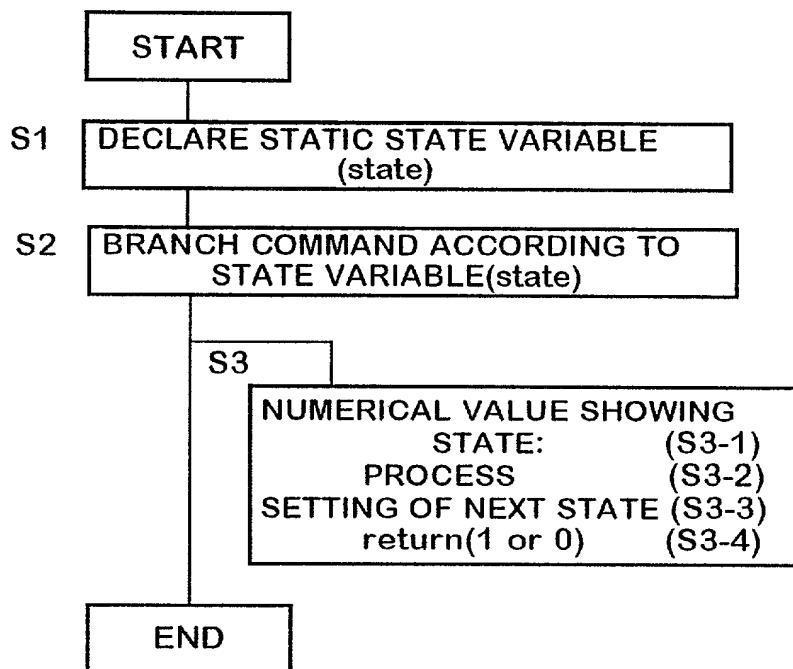
***Fig.3***



## ***Fig.4***

```
func()
{
    proc0:
        Process Contents 0;
        recieve(channel0, data);
    proc1:
        Process Contents 1;
        send(channel0, data);
    proc2:
        Process Contents 2;
    return;
}
```

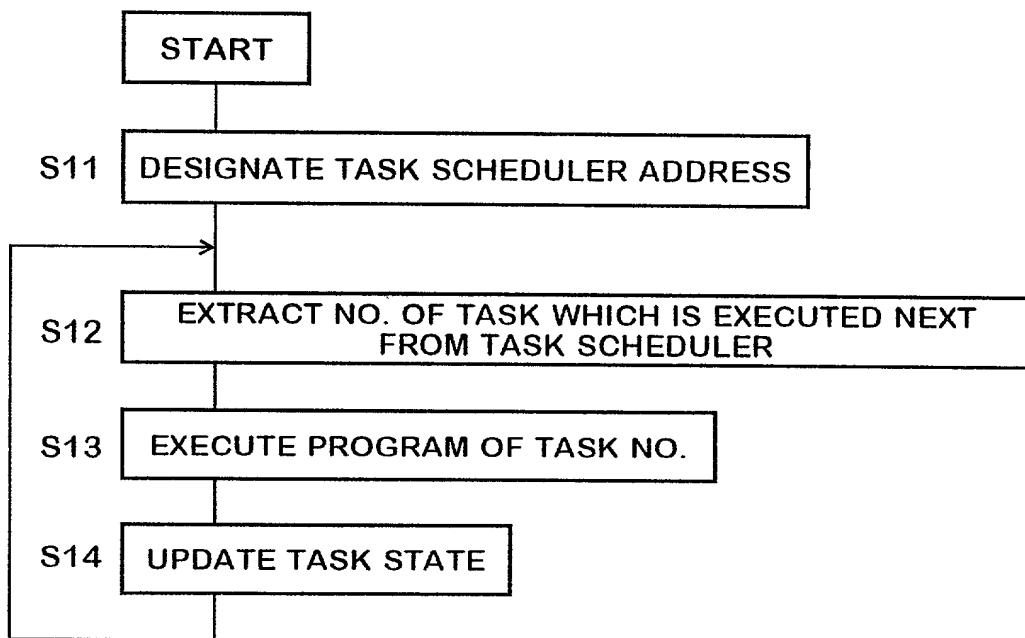
***Fig.5A***



## ***Fig.5B***

```
static int state; // S1
func()
{
    switch(state&0x3) { // S2
//S3
    case0: //S3-1
        Process Contents 0; // S3-2
        state=1; // S3-3
        return(0); // S3-4
    case1:
        get(channel0,data);
        Process Contents 1;
        send(channel0, data);
        state=2;
        return(0);
    case2:
        Process Contents 2;
        state=0;
        return(0);
    defaults:
        state=0;
        return(0);
    }
}
```

***Fig.6A***



***Fig.6B***

```
int *sp;
sp= TASK_SCHEDULER_ADR; // S11

while(1) {
    NUM= *sp;           // S12
    state[NUM]=func[NUM](); // S13&S14
}
```

***Fig.7A***

task0 b110\_101  
task1 b011\_110  
task2 b011\_011

ADDRESS OF EACH TASK

***Fig.7B***

	7	6	5	4	3	2	1	0
7	0	0	0	0	0	0	0	0
6	0	0	1	0	0	0	0	0
5	0	0	0	0	0	0	0	0
4	0	0	0	0	0	0	0	0
3	0	1	0	0	1	0	0	0
2	0	0	0	0	0	0	0	0
1	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0

SITUATION OF 8 × 8 BIT MATRIX

*Fig.8A*

```
static int sta0;
int task0()
{
    switch(sta0&0x1) {
        case0: //13_S
            sta0=1;
            return(0);
        case1: //30_S
            sta0=0;
            return(0);
    }
}
```

*Fig.8B*

```
static int sta1;
int task1()
{
    switch(sta1&0x1) {
        case0: //19_S
            sta1=1;
            return(1);
        case1:
            sta1=0;
            return(0);
    }
}
```

*Fig.8C*

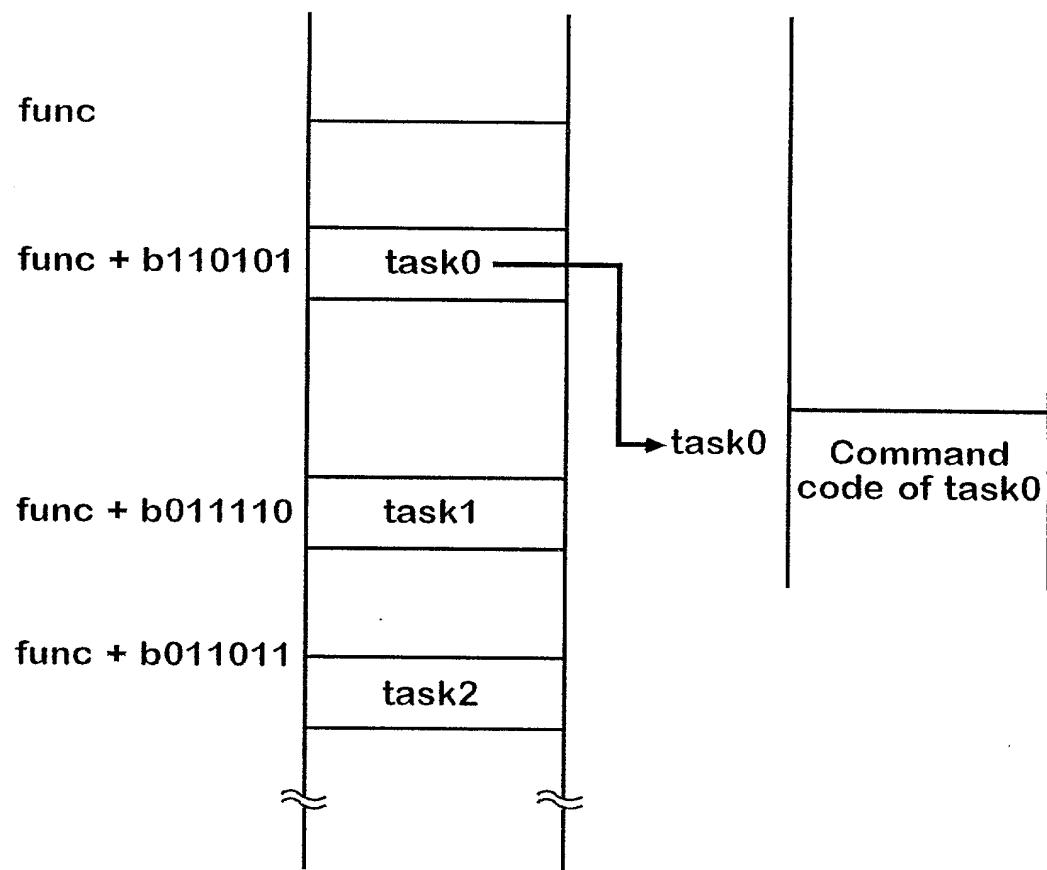
```
static int sta2;
int task2()
{
    switch(sta2&0x1) {
        case0: //26_S
            state(task0_id)=1;
            sta2=1;
            return(1);
        case1:
            sta2=0;
            return(0);
    }
}
```

CONTENTS OF TASK 0

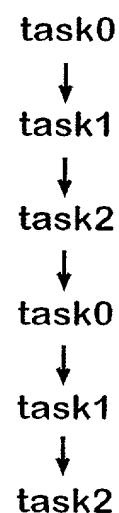
CONTENTS OF TASK 1

CONTENTS OF TASK 2

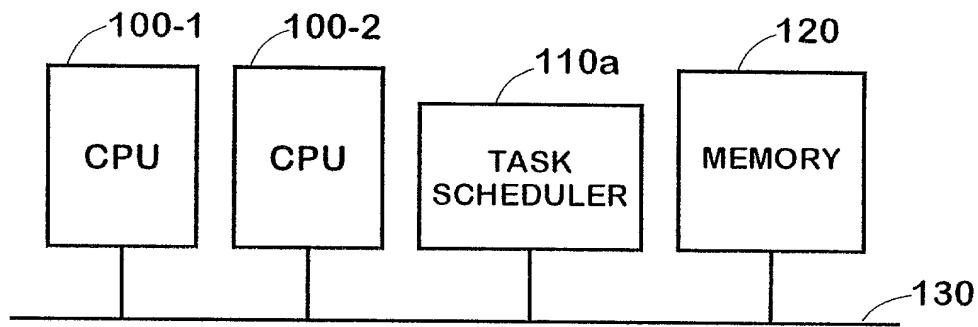
**Fig.9**



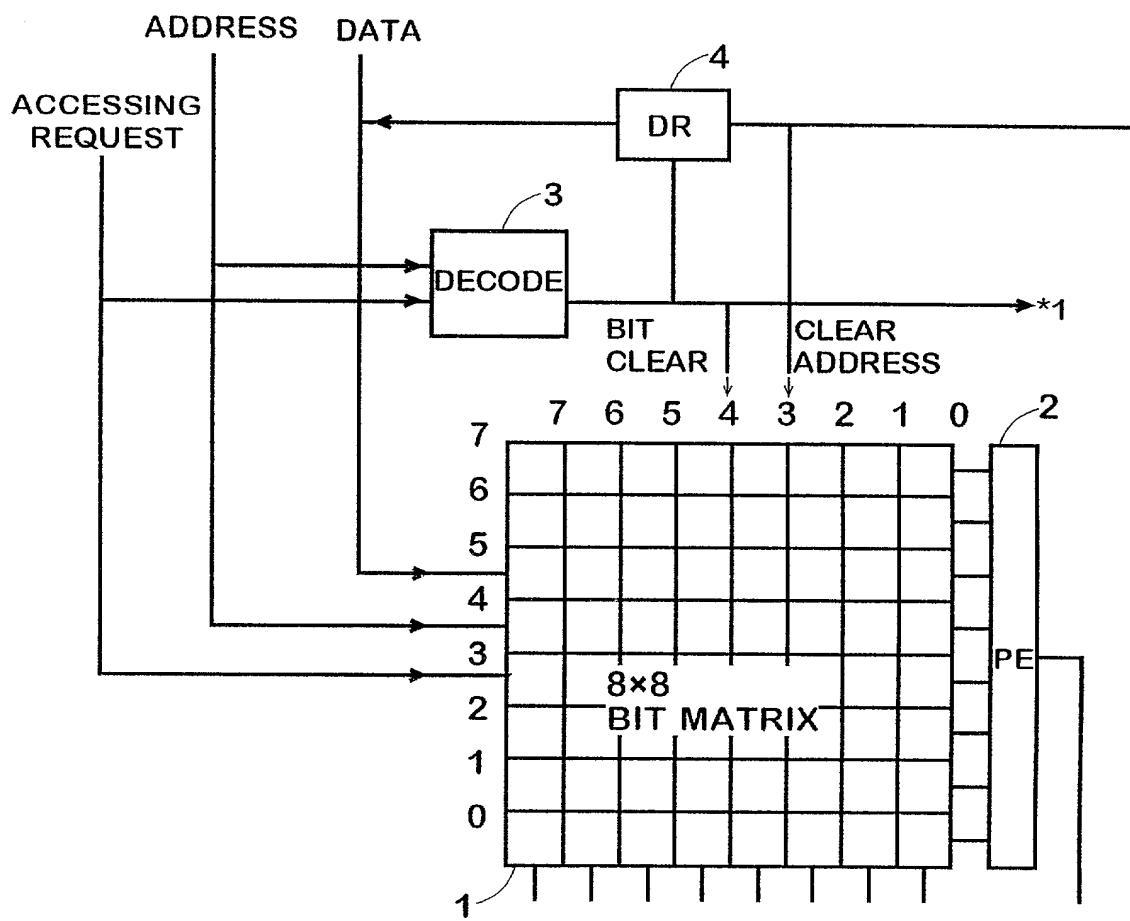
**Fig.10**



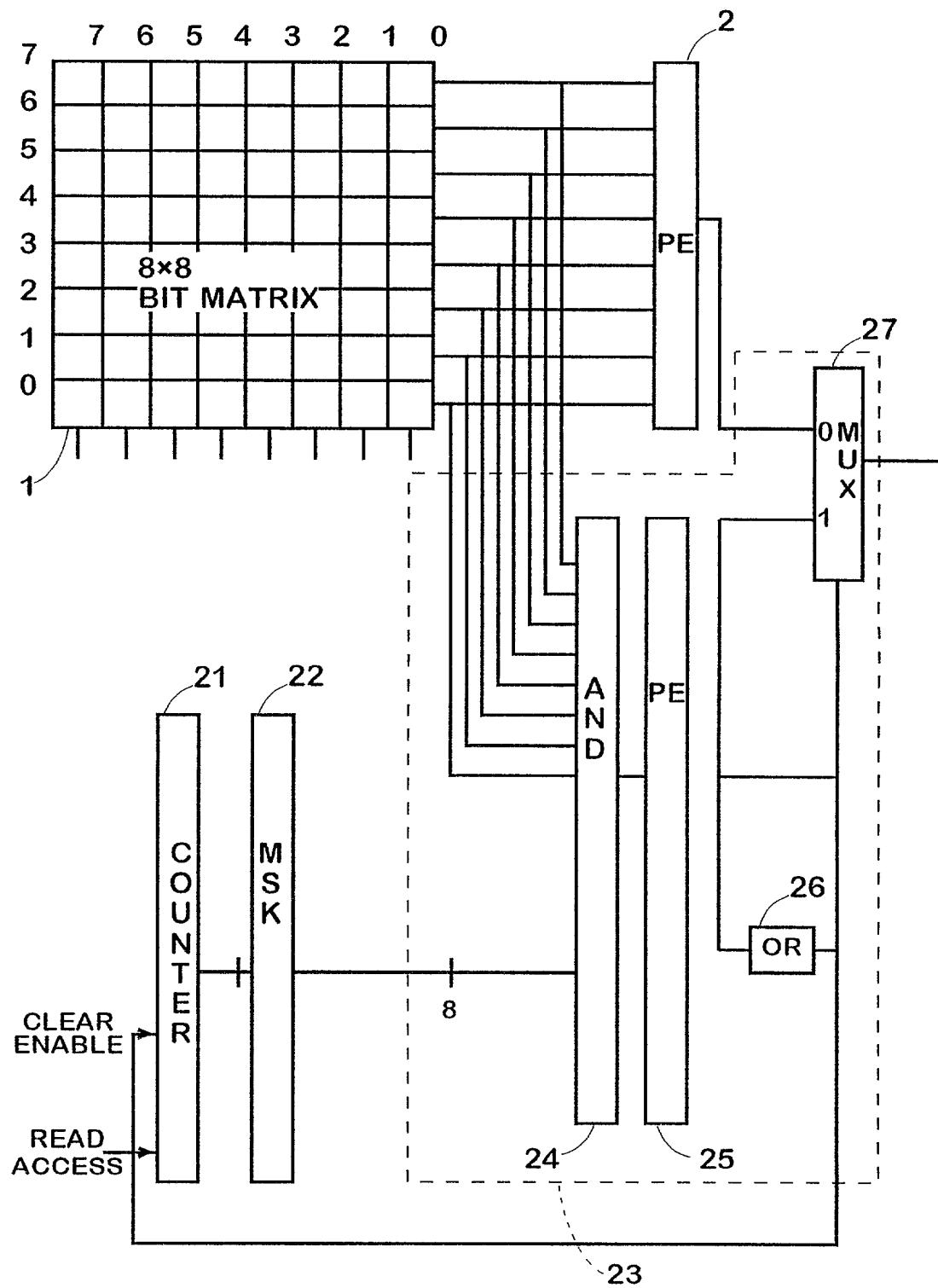
**Fig.11**



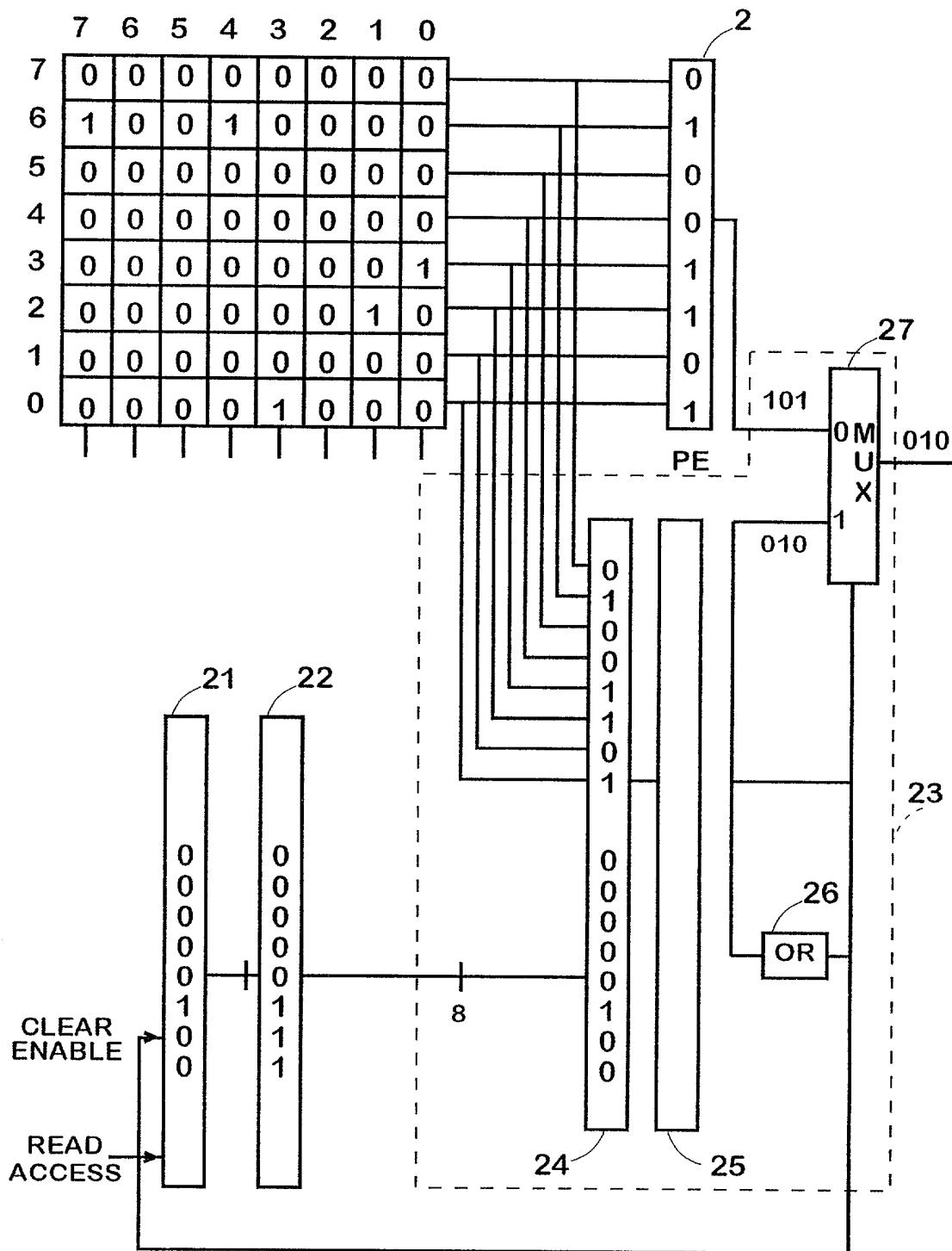
**Fig.12**



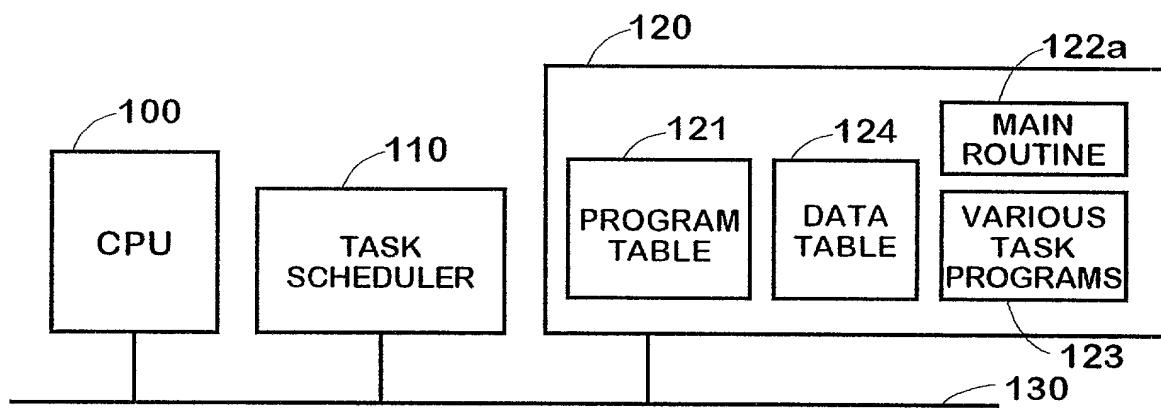
**Fig. 13**



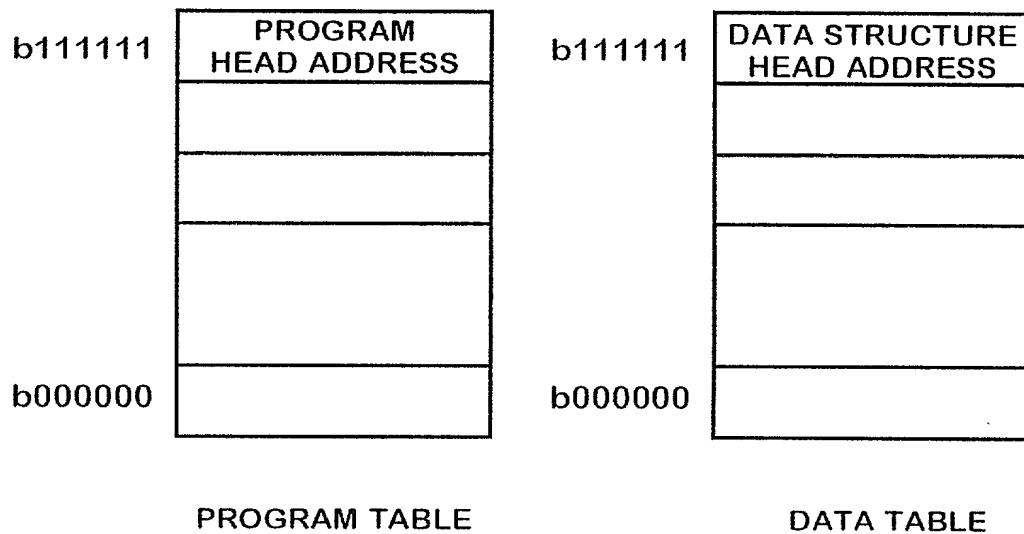
**Fig. 14**



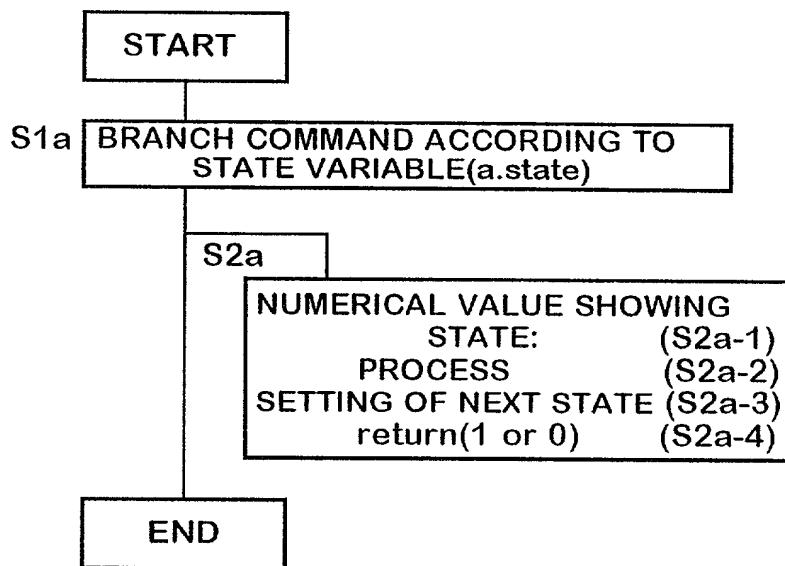
**Fig. 15**



**Fig. 16**



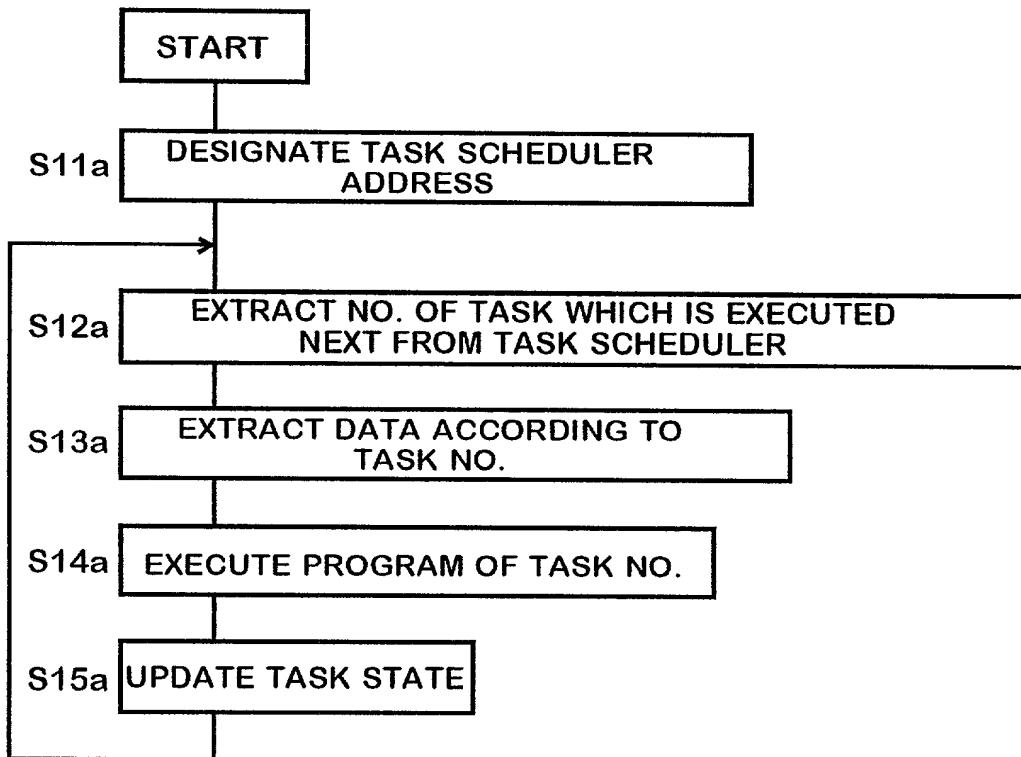
**Fig.17A**



**Fig.17B**

```
int. func(struct xxx*a)
{
    switch(a.state&0x3) { // S1a
    //S2a
    case0: //S2a-1
        Process contents 0; // S2a-2
        state=1; // S2a-3
        return(0); // S2a-4
    case1:
        get(channel0,data);
        Process contents 1;
        send(channel0, data);
        a.state=2;
        return(0);
    case2:
        Process contents 2;
        a.state=0;
        return(0);
    defaults:
        a.state=0;
        return(0);
    }
}
```

**Fig. 18A**



**Fig. 18B**

```
int *sp;
int *data[];
sp= TASK_SCHEDULER_ADR; // S11a

while(1) {
    NUM= *sp; // S12a
    state[NUM]=func[NUM](data[NUM]); // S14a&15a&S13a
}
```

***Fig. 19A***

b111111	PROGRAM HEAD ADDRESS
b111100	ADDRESS OF FUNC 1
b111010	ADDRESS OF FUNC 1
b000000	

PROGRAM TABLE

***Fig. 19B***

b111111	DATA STRUCTURE HEAD ADDRESS
b111100	ADDRESS OF DATA 0
b111010	ADDRESS OF DATA 1
b000000	

DATA TABLE